



Inspiring Guide for Learn to Learn

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Types of Learners



Author: Eckart von Hirschhausen



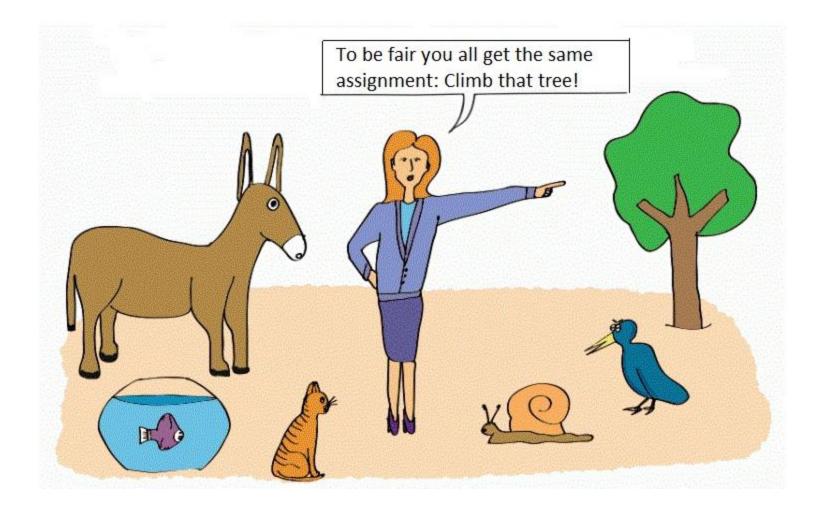


Types of Learners













Types of Learners (VARK)

- Visual learning preference
- Aural learning preference
- Read/write learning preference
- Kinesthetic learning preference



Author: Neil Fleming





Group Work

- Make 4 groups for each type of learner
- Discuss:
 - What are good strategies for your type of learner?
 - What would be the best learning atmosphere/scenario? What are the conditions for successful learning?
 - What kind of learning material is good for your type of learner?
 - What can the teacher do? How can he support the learner?
- Make an overview of your discussion results on a flipchart and present it to the whole group





Group Work - Results







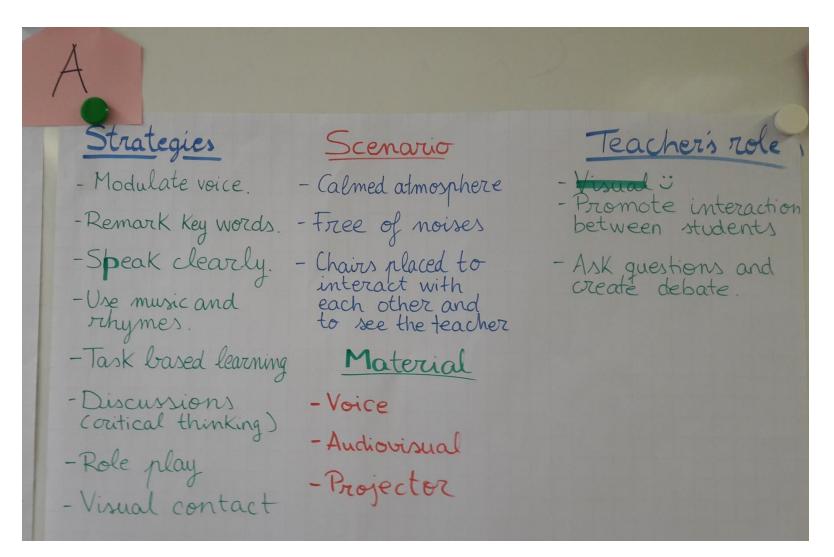
Group Work – Results: Visual learner

- WRITE A NEW WORD WHILE YOU ARE TALKING - USE MIND-MAPS _USE VISUAL SYMBOLS - FILMS AND OTHER VISUAL MATERIALS - DIFFERENT COLOURS HAND OUT VISUAL/WRITTEN MATERIAL - GIVE STUDENTS THE CHANCE TO PRESENT RESULTS VISUALLY - VISUALIZE ABSTRACT IDEAS/CONCEPTS/ WORDS





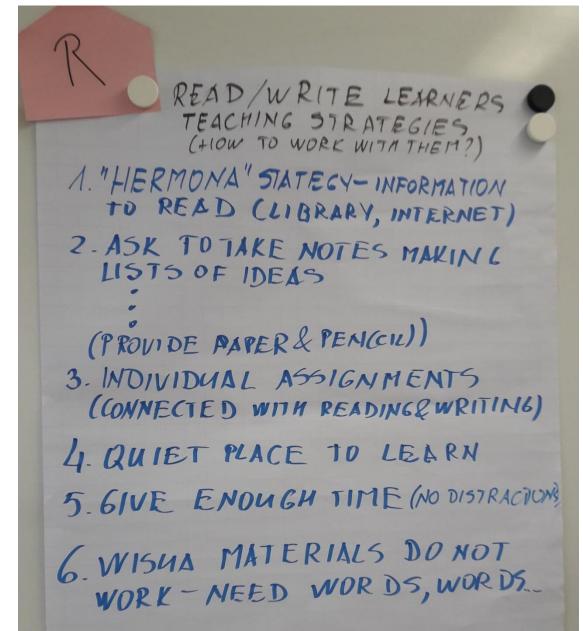
Group Work – Results: Aural learner







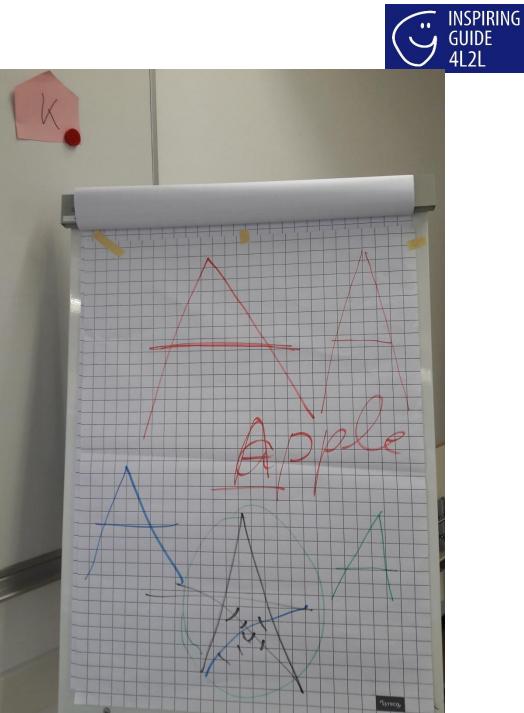
Group Work – Results: Read/write learner





Group Work – Results: Kinesthetic learner

(see also the video!)







Visual learning preference

A visual person...

- likes to see the mouth of a speaker
- likes to read for himself instead of being read aloud
- handles his books and scripts with care
- would like to see words written or see a suitable picture
- retains words or terms by remembering the word form.
- remembers visual anchors and connections
- memorizes content vividly
- likes written information and assignments
- likes creative activities such as writing, drawing, painting and scribbling

- use underlining, different colours, highlighters
- add drawings to your notes
- use flow charts, pictures, videos, posters, slides, graphs, symbols
- prefer lecturers who use gestures and picturesque language
- use well designed books and work sheets with enough white space
- create an esthetic learning environment





Aural learning preference

An auditory person...

- likes voices, sounds, rhymes, music
- speaks with pleasure, also to himself
- likes to listen
- learns languages easily
- memorizes contents step by step learns in sequences
- sometimes moves the lips when thinking and reading
- loves discussions and the conversation about what he has experienced
- is easily distracted by noise
- speaks to think
- remembers spoken words easily

- attend classes, discussions and tutorials
- discuss topics with others (also your teacher)
- explain new ideas to other people
- use a recording device
- read your summarised notes aloud
- speak new information aloud or inside your head
- rephrase information in your own words
- roleplay, simulations
- technical terms and doctrinal clauses summarising the essentials







Read/write learning preference

A read/write person...

- likes information displayed as words and lists
- likes reading and note taking
- is an avid reader, a bookworm or in German: a reading rat ("Leseratte")
- would rather read by themself or to others than be read to.
- often takes exhaustive or verbatim notes in class.
- works best in quiet areas
- prefers to study by themselves to avoid distraction.
- likes articulate teachers who put a lot of information into sentences and notes.
- likes to look up definitions in a dictionary

- use lists, headings
- use dictionaries, glossaries, definitions
- use handouts, textbooks, essays, manuals
- write out the words again and again, read your notes (silently) again and again.
- rewrite the ideas and principles into other words.
- Organize any diagrams, graphs into words and statements





Kinesthetic learning preference

A kinesthetic person...

- wants to get a "grip" on the world, touch, feel and experience it
- takes time to think, likes to go through everything in mind and body
- uses gestures and body movement
- likes learning by doing: first do something, then talk about it, then repeat
- his memory is connected with places
- remembers the overall impression, less details
- likes brainstorming
- likes unusual and irritating experiences
- is motivated through social interaction

- use all your senses sight, touch, taste, smell, hearing
- learn in projects, laboratories, field trips, with examples
- use collections, exhibits, samples, photographs ... anything that you can hold in your hand
- prefer lecturers who give real-life examples and applications
- learn by trial and error
- use "how-questions" that focus on the process
- move/exercise while learning





Types of Learners (Kolb)

- I need some time, space and trust to express experiences and feelings.
- I need some time to approach other participants.
- I need some time and opportunity to reflect and process impressions.





"Diverger"

The Observer







Types of Learners (Kolb)

- I need precise objectives/goals and clear structures.
- I need time and opportunity to find out about scientific backgrounds.
- I need time and opportunity to classify observations into my own theories.

Nitschke, P. (2010): Trainings Planen und Gestalten, Bonn, ManagerSeminare.







"Assimilator"

The Theoretician







Types of Learners (Kolb)

- I need a clear structure and a common thread/a progress outlook for orientation.
- I need methods and tools to put theory into practice.
- I need time and opportunity to experiment with possible solutions of a problem.

Nitschke P. (2010): Trainings Planen und Gestalten, Bonn, ManagerSeminare.





"Converger"

The Planner







Types of Learners (Kolb)

- I always like to volunteer as a "guinea pig".
- I am always looking for challenging and exciting situations.
- I learn best in group work when sharing with other participants.

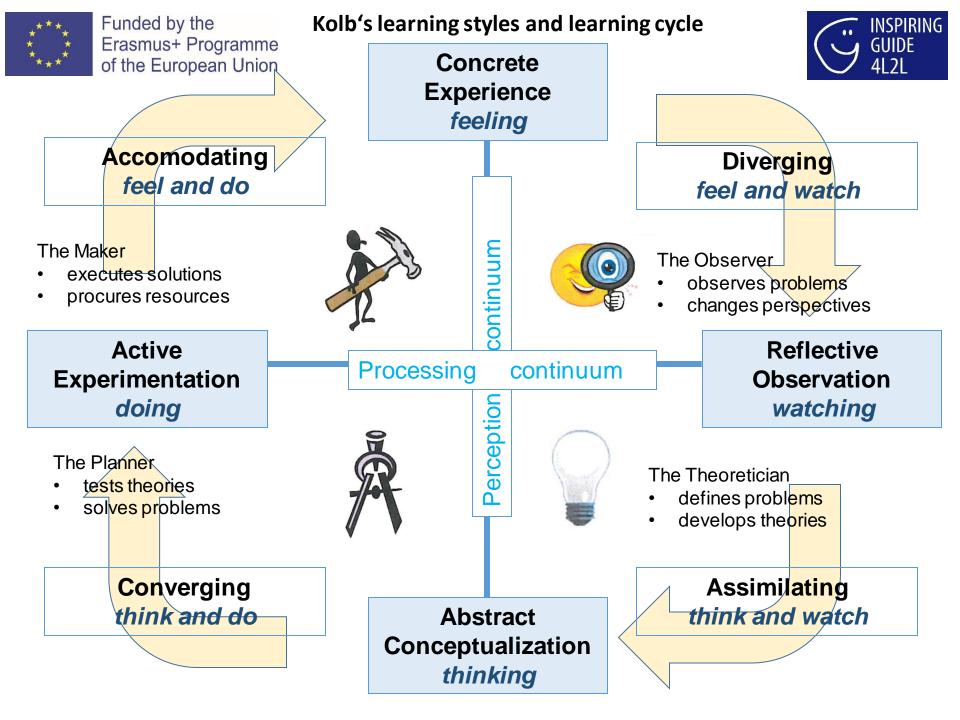




"Accomodator"

The Maker









David Kolb - The Experiental Learning Cycle

- 1. Concrete Experience (a new experience of situation is encountered, or a reinterpretation of existing experience).
- 2. Reflective Observation (of the new experience. Of particular importance are any inconsistencies between experience and understanding).
- 3. Abstract Conceptualization (Reflection gives rise to a new idea, or a modification of an existing abstract concept).
- 4. Active Experimentation (the learner applies them to the world around them to see what results).





Sources and useful links for further information

- <u>http://vark-learn.com/</u>
- <u>http://www.eapfoundation.com/studyskills/styles/</u>
- <u>https://prezi.com/2puraeoc8c1y/kolbs-learning-styles-its-comparision-to-the-vak-style-of-learning/?webgl=0</u>
- <u>http://www.nwlink.com/~donclark/hrd/styles/kolb.</u> <u>html</u>